



**STAR
WARS**



Hit Points

110

Defense

19

Attack

+14

Damage

20

Special Abilities

Unique

Impulsive Momentum (If a Unique allied character is defeated, for the remainder of the skirmish this character has Momentum [If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies])

Melee Attack; Double Attack

Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers

Force 3

Lightsaber Sweep (Force 1, replaces attacks: Can attack each adjacent enemy once)



1/60



**STAR
WARS**

**AURRA SING,
JEDI HUNTER**



**STAR
WARS**



**AURRA SING,
JEDI HUNTER**

41

Hit Points

130

Defense

20

Attack

+12

Damage

10

Special Abilities

Unique

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Lightsaber (+10 Damage against adjacent enemies)

Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Force Powers

Force 2

Blaster Barrage (Force 1, replaces attacks: Can attack each legal target once)



The bounty hunter Aurra Sing loves to collect lightsabers—preferably from defeated Jedi.



2/60



**STAR
WARS**

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**STAR
WARS**



Hit Points

50

Defense

15

Attack

+12

Damage

10

Special Abilities

Unique. Pilot

Careful Shot +4 (On this character's turn, if he doesn't move, he gets +4 Attack)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)



A childhood friend of Luke Skywalker, Biggs defected to the Rebel Alliance after graduating from the Imperial Academy.



3/60



**STAR
WARS**

**CHEWBACCA,
ENRAGED WOOKIEE**



**CHEWBACCA,
ENRAGED WOOKIEE**

34

Hit Points

160

Defense

13

Attack

+10

Damage

30

Special Abilities

Unique

Savage (This character must end his move next to an enemy if he can and does not benefit from commander effects)

Charging Assault +10 (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)

Demolish (Ignores Damage Reduction of adjacent targets)

"Let the Wookiee win."



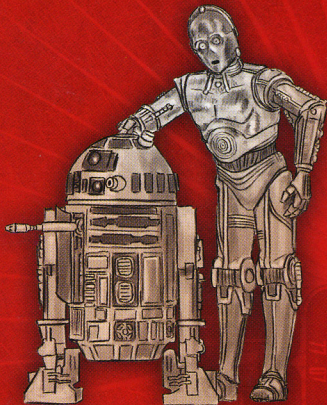
**STAR
WARS**

**STAR
WARS**



4/60 ★

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STAR WARS



Hit Points

60

Defense

17

Attack

+0

Damage

0

Special Abilities

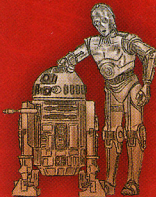
Unique (Counts as both C-3PO and R2-D2)
Droid

Disruptive (Suppresses enemy commander effects within 6 squares)

Draw Fire (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 11)

Override (At the end of its turn, this character can designate 1 door that it can see as open or closed; that door remains open or closed until the end of this character's next turn, or until it is defeated)

Regeneration 10 (If this character doesn't move on its turn, remove 10 damage from it at the end of that turn)



"I am See-Threeepio, human-cyborg relations, and this is my counterpart, Artoo-Detoo."



5/60 ★

STAR WARS

ELITE HOTH TROOPER



**STAR
WARS**



ELITE HOTH TROOPER

12

Hit Points 30

Defense 16

Attack +6

Damage 20



Rebel troopers on Hoth fight desperately to hold back the invading Imperial forces.

**STAR
WARS**



6/60

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**STAR
WARS**™



Hit Points

70

Defense

16

Attack

+7

Damage

20

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Never Tell Me the Odds (Suppresses enemy special abilities that modify initiative)



"Scoundrel? Scoundrel!! I like the sound of that."

**STAR
WARS**™



7/60



HAN SOLO IN
STORMTROOPER ARMOR



STAR
WARS™



HAN SOLO IN
STORMTROOPER ARMOR

25

Hit Points

80

Defense

19

Attack

+8

Damage

20

Special Abilities

Unique

Furious Assault (Replaces turn: Can move up to 12 squares, then attack each legal target once)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect

Followers gain **Charging Fire** (Replaces turn: Can move up to double speed, then attack).

Han will go to any lengths to finish a mission.



8/60 ★

STAR
WARS™

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HAN SOLO ON TAUNTAUN



**STAR
WARS**



HAN SOLO ON TAUNTAUN

27

Hit Points

90

Defense

16

Attack

+9

Damage

20

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Heal 10 (Replaces attacks: touch; remove 10 damage from a living character)

Mobile Attack (Can move both before and after attacking)

Speed 8 (Can move up to 8 squares and attack, or 16 squares without attacking)



Force Powers

Force I

"I thought they smelled bad on the outside!"



9/60



**STAR
WARS**

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ITHORIAN COMMANDER



**STAR
WARS**



ITHORIAN COMMANDER

11

Hit Points 30

Defense 12

Attack +6

Damage 20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Commander Effect

Followers in your squad with Damage 10 and Melee Attack get +4 Attack and +10 Damage.



Native to the jungle world of Ithor, this species is sometimes referred to as "Hammerheads."



10/60 ♦

**STAR
WARS**

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**LUKE SKYWALKER,
CHAMPION OF THE FORCE**



**STAR
WARS**



**LUKE SKYWALKER,
CHAMPION OF THE FORCE**

49

Hit Points

110

Defense

20

Attack

+13

Damage

20

Special Abilities

Unique, Melee Attack; Double Attack
Flurry Attack (When this character scores a critical hit, he may make 1 immediate extra attack)

Force Powers

Force 2. Force Renewal I

Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)

Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

Jedi Mind Trick (Force 1, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save 1)

Knight Speed (Force 1: This character can move 4 extra squares on his turn as part of his move)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 1)

Use the Force (Force 3: This character's next attack is a critical hit)



**STAR
WARS**



11/60



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**LUKE SKYWALKER,
HERO OF YAVIN**



**STAR
WARS**



**LUKE SKYWALKER,
HERO OF YAVIN**

35

Hit Points

60

Defense

16

Attack

+8

Damage

20

Special Abilities

Unique. Pilot

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Flurry Attack (When this character scores a critical hit, he may make 1 immediate extra attack)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers

Force 3

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)

*"I used to bull's-eye womp rats
in my T-16 back home."*



12/60 ★

**STAR
WARS**

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LUKE'S LANDSPEEDER



STAR
WARS



LUKE'S LANDSPEEDER

47

Hit Points

140

Defense

18

Attack

+12

Damage

20

Special Abilities

Unique (Counts as both Luke Skywalker and Obi-Wan Kenobi)

Mobile Attack (Can move both before and after attacking)

Speed 10 (Can move up to 10 squares and attack, or 20 squares without attacking)

Twin Attack (Whenever this character attacks, it makes 1 extra attack against the same target)

Force Powers

Force 6

Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)

Jedi Mind Trick (Force 1, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save 1)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 1)



13/60

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**MON CALAMARI
TECH SPECIALIST**



**STAR
WARS**



**MON CALAMARI
TECH SPECIALIST**

4

Hit Points

10

Defense

13

Attack

+3

Damage

10

Special Abilities

Scramble (A Droid enemy or an enemy with Mounted Weapon hit by this character's attack is considered activated this round; save 11. Huge and larger characters ignore this effect.)



*The Mon Calamari have
an artistic flair for technology.*



14/60 •

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WARS**

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OBI-WAN KENOBI,
JEDI SPIRIT



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OBI-WAN KENOBI,
JEDI SPIRIT

8

Hit Points



Defense



Attack



Damage



Special Abilities

Unique

Speed 2

Light Spirit (Ignores all terrain. Cannot open doors. Cannot attack or be damaged, and does not count as a legal target. Does not provide cover. At the start of the skirmish, choose a Unique allied character with a Force rating. That ally gains **Force Renewal I** and **Mettle** [If this character spends 1 Force point to reroll, add +4 to the result] while within 4 squares of this character. This character is defeated if the chosen ally is defeated. An enemy within 6 squares can spend 1 Force point to defeat this character; save 11. This effect replaces that enemy's attacks.)



"The Force will be with you. Always."



15/60



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PRINCESS LEIA



**STAR
WARS**



PRINCESS LEIA

20

Hit Points

50

Defense

14

Attack

+7

Damage

20

Special Abilities

Unique

Force Powers

Force 2

Commander Effect

At the end of this character's turn, 1 Rebel follower within 6 squares can make 1 immediate attack at +4 Attack and +10 Damage.



"I am not a committee!"



16/60 ★

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**STAR
WARS**


Hit Points

40

Defense

15

Attack

+5

Damage

10

Special Abilities

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



Rebel commandos get the jobs the rest of the Alliance can't handle.

**STAR
WARS**


17/60

**REBEL COMMANDO
STRIKE LEADER**



**STAR
WARS**



**REBEL COMMANDO
STRIKE LEADER**

18

Hit Points

50

Defense

15

Attack

+7

Damage

20

Special Abilities

Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 11)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Commander Effect

Commandos in your squad with Stealth (including this character) and who have cover cannot be targeted by nonadjacent enemies.

Commando followers with Grenades 10 instead gain **Grenades 20**.



"Follow me!"



18/60 ♦

**STAR
WARS**

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REBEL LEADER



STAR
WARS



REBEL LEADER

18

Hit Points

50

Defense

16

Attack

+10

Damage

10

Special Abilities

Double Attack (On her turn, this character can make 1 extra attack instead of moving)

Commander Effect

Followers within 6 squares who combine fire grant +6 Attack instead of +4.

Rebel allies gain **Spotter +20** (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target).



"Long live the Alliance! Down with the Empire!"



19/60 ♦

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REBEL PILOT



**STAR
WARS**



REBEL PILOT

10

Hit Points

20

Defense

14

Attack

+7

Damage

10

Special Abilities

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)



"Red Five, standing by."

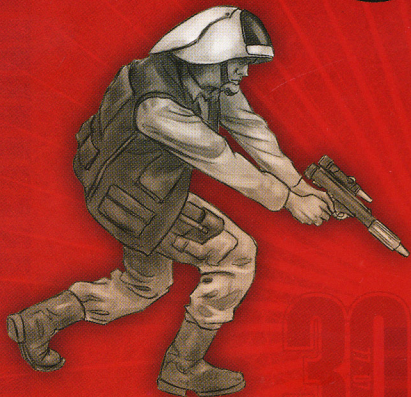


20/60 •

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REBEL TROOPER



STAR
WARS™



REBEL TROOPER

5

Hit Points

10

Defense

13

Attack

+5

Damage

10



"We fight for freedom!"

STAR
WARS™



21/60 ♦

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STAR
WARS



Hit Points

10

Defense

15

Attack

+2

Damage

10

Special Abilities

Spotter +20 (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*Members of all species find a place
in the Rebel Alliance.*

STAR
WARS



**WOOKIEE
FREEDOM FIGHTER**



**STAR
WARS**



**WOOKIEE
FREEDOM FIGHTER**

14

Hit Points

50

Defense

14

Attack

+7

Damage

10

Special Abilities

Charging Assault +10 (Replaces turn: Can move up to 12 squares, then make an attack at +10 Damage against an adjacent enemy)

Demolish (Ignores Damage Reduction of adjacent targets)

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)



No fighter is more feared than an angry Wookiee.

**STAR
WARS**



23/60 •

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**STAR
WARS**



Hit Points

50

Defense

15

Attack

+5

Damage

10

Special Abilities

Unique

Recon (Roll twice for initiative once per round, choosing either roll, if any character with Recon in the same squad has line of sight to an enemy)

Commander Effect

Trooper followers within 6 squares gain **Opportunist** (+4 Attack and +10 Damage against an enemy who has activated this round).



"You are in command now, Admiral Piett."

—Darth Vader

**STAR
WARS**



**DARTH VADER,
IMPERIAL COMMANDER**



**STAR
WARS**



**DARTH VADER,
IMPERIAL COMMANDER**

53

Hit Points

140

Defense

23

Attack

+15

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Force Powers

Force 5

Force Grip (Force I, replaces attacks: sight; 10 damage)

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Lightsaber Riposte (Force I: When hit by a melee attack, this character can make an immediate attack against that attacker)

Lightsaber Sweep (Force I, replaces attacks: Can attack each adjacent enemy once)

Commander Effect

Trooper followers get +6 Defense.



25/60

**STAR
WARS**

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DEATH STAR GUNNER



**STAR
WARS**™



DEATH STAR GUNNER

11

Hit Points

30

Defense

14

Attack

+6

Damage

20

Special Abilities

Gunner (Can combine fire with adjacent allies who have Mounted Weapon)

Splash 10 (If this character's attack hits, all characters adjacent to the target take 10 damage; save 11. If the attack misses, the target and all adjacent characters take 10 damage; save 11.)



With a target-control helmet, the Death Star gunner is a formidable marksman.



26/60 ♦

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DEATH STAR TROOPER



**STAR
WARS**



DEATH STAR TROOPER

6

Hit Points 10

Defense 14

Attack +6

Damage 10



Highly trained and extremely dangerous, troopers serving on the Death Star are among the Empire's best.

**STAR
WARS**



27/60

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HEAVY STORMTROOPER



**STAR
WARS**



HEAVY STORMTROOPER

12

Hit Points 20

Defense 16

Attack +6

Damage 30

Special Abilities

Heavy Weapon (Can't attack and move in the same turn)



Stormtroopers employ the right weapon for the situation at hand.



28/60 ♦

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IMPERIAL GOVERNOR
TARKIN



STAR
WARS



IMPERIAL GOVERNOR
TARKIN

22

Hit Points

50

Defense

14

Attack

+5

Damage

10

Special Abilities

Unique

Doctrine of Fear (Enemy characters within 6 squares get -4 Attack)

Commander Effect

Allied commanders within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).



"Fear will keep the local systems in line."



29/60 ★

STAR
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IMPERIAL OFFICER



**STAR
WARS**



IMPERIAL OFFICER

14

Hit Points

30

Defense

14

Attack

+5

Damage

10

Commander Effect

At the end of this character's turn, 1 non-Unique follower within 6 squares can make an immediate attack.



*The Academy's best become officers
in the Imperial military machine.*

**STAR
WARS**



30/60 ♦

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SCOUT TROOPER



**STAR
WARS**



SCOUT TROOPER

8

Hit Points

20

Defense

15

Attack

+5

Damage

10

Special Abilities

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



*Imperial scout troopers move fast and see all
—at least, that's what the holovids say.*



31/60 ♦

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SNOWTROOPER



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WARS**™



SNOWTROOPER

7

Hit Points 20

Defense 16

Attack +4

Damage 10



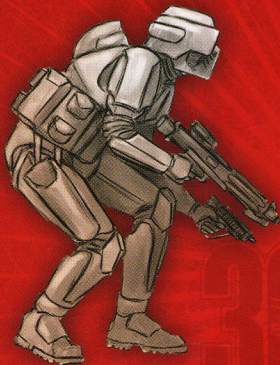
Stormtroopers outfitted with special gear can operate in extreme environments.



32/60●

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STAR
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Hit Points

40

Defense

17

Attack

+6

Damage

10

Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Double Attack

Grenades 20 (Replaces attacks: range 6; 20 damage to target and to each character adjacent to that target; save 1)

Satchel Charge (Replaces attacks: Designate 1 adjacent door as open; it remains open for the rest of the skirmish and cannot be closed)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Specially trained Imperial commandos wear sensor-reflecting armor that augments their stealth.



33/60 ★

STAR
WARS™

STORMTROOPER



**STAR
WARS**



STORMTROOPER

5

Hit Points

10

Defense

16

Attack

+4

Damage

10



Imperial stormtroopers serve as the shock troops of the Empire.



34/60 •

**STAR
WARS**

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STORMTROOPER OFFICER



STAR WARS



STORMTROOPER OFFICER

14

Hit Points

30

Defense

18

Attack

+8

Damage

10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Commander Effect

Trooper followers within 6 squares get +3 Attack if they do not move this turn.



Completely loyal, stormtroopers follow their officers into battle without question.



35/60 ♦

STAR WARS

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STORMTROOPER ON REPULSOR SLED



**STAR
WARS**



STORMTROOPER ON REPULSOR SLED

14

Hit Points

20

Defense

18

Attack

+5

Damage

20

Special Abilities

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Mobile Attack (Can move both before and after attacking)

Net Gun (Replaces attacks: range 6; target enemy and each character adjacent to that target are considered activated this round; save 11 negates. Huge and larger characters and characters with Mounted Weapon ignore this effect.)

Speed 12 (Can move up to 12 squares and attack, or 24 squares without attacking)



The repulsor sled serves as a patrol craft on Imperial-controlled worlds.



36/60

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WARS**

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**STAR
WARS**™


Hit Points

110

Defense

20

Attack

+12

Damage

10

Special Abilities

Unique

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)

Lightsaber (+10 Damage against adjacent enemies)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Twin Attack (Whenever this character attacks, she makes 1 extra attack against the same target)

Force Powers

Force 4

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)


**STAR
WARS**™

BOBA FETT, ENFORCER



STAR
WARS



BOBA FETT, ENFORCER

38

Hit Points

100

Defense

19

Attack

+11

Damage

20

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Bounty Hunter +4 (+4 Attack against Unique enemies)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Missiles 30 (Replaces attacks: sight; 30 damage to target and to each character adjacent to that target; save 11)

Mobile Attack (Can move both before and after attacking)

Net Gun (Replaces attacks: range 6; target enemy and each character adjacent to that target are considered activated this round; save 11 negates. Huge and larger characters and characters with Mounted Weapon ignore this effect.)



STAR
WARS



38/60

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CHADRA-FAN PICKPOCKET



**STAR
WARS**



CHADRA-FAN PICKPOCKET

7

Hit Points 10

Defense 14

Attack +4

Damage 10

Special Abilities

Gregarious (+4 Attack if an ally is within 6 squares)

Melee Attack (Can attack only adjacent enemies)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



These batlike humanoids possess seven senses and enjoy tinkering with technology.



39/60 ♦

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WARS**

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DUROS EXPLORER



**STAR
WARS**

DUROS EXPLORER

7

Hit Points 10

Defense 14

Attack +4

Damage 10

Special Abilities

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Spotter +10 (If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target)



Beings from the planet Duro have been compelled to explore the space lanes since before the birth of the Republic.

**STAR
WARS**



40/60

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**STAR
WARS**



Hit Points

40

Defense

14

Attack

+5

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Speed 4 (Can move only 4 squares and attack, or 8 squares without attacking)

Commander Effect

Enemies with Accurate Shot who have cover can be targeted by Fringe followers within 6 squares of this character, even if those enemies are not the nearest.



This Chevin weapons runner is the closest thing Jabba the Hutt has to a friend.

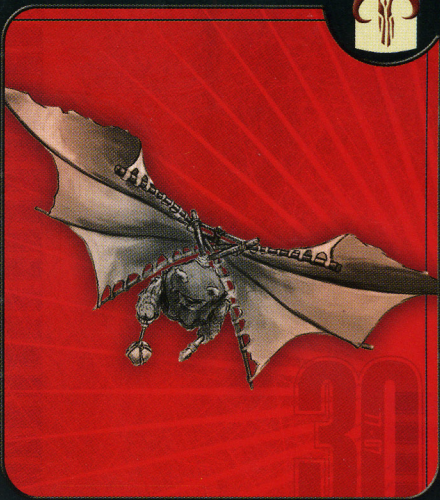


41/60



**STAR
WARS**

EWOK HANG GLIDER



**STAR
WARS**



EWOK HANG GLIDER

7

Hit Points

10

Defense

13

Attack

+2

Damage

10

Special Abilities

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)

Strafe Attack (As this character moves, it can attack each enemy whose space it enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space it has just left)

Swarm +1 (+1 Attack against a target for each other allied Ewok adjacent to that target)



A daring Ewok uses a crude hang glider to attack from above.



42/60 ★

**STAR
WARS**

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EWOK WARRIOR



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EWOK WARRIOR

5

Hit Points

10

Defense

12

Attack

+2

Damage

10

Special Abilities

Swarm +1 (+1 Attack against a target for each other allied Ewok adjacent to that target)



Brave and alert, Ewoks can be fierce warriors when the need arises.



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GAMORREAN GUARD



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GAMORREAN GUARD

9

Hit Points

30

Defense

12

Attack

+4

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)



The brutish Gamorreans make excellent bodyguards and thugs.



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HUMAN FORCE ADEPT



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HUMAN FORCE ADEPT

10

Hit Points

40

Defense

15

Attack

+4

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 3

Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)

Force Weapon (Force 1, replaces attacks: +10 Damage until the end of the skirmish)



An adept, while strong in the Force, follows a different path from that of a Jedi.



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JABBA, CRIME LORD



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JABBA, CRIME LORD

15

Hit Points

80

Defense

17

Attack

+7

Damage

20

Special Abilities

Unique

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Melee Attack (Can attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)

Speed 2 (Can move only 2 squares and attack, or 4 squares without attacking)

Commander Effect

Non-Unique Fringe followers within 6 squares gain **Cunning Attack**.



The notorious crime lord runs his vast illegal empire from the desert world of Tatooine.

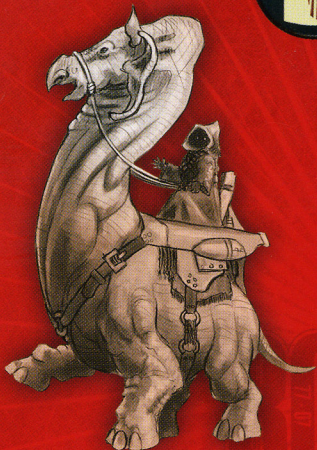


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JAWA ON RONTO



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JAWA ON RONTO

11

Hit Points 50

Defense 14

Attack +4

Damage 10

Special Abilities

Ion Gun +20 (+20 Damage against Droid enemies)

Mighty Swing (On its turn, if this character doesn't move, it gets +10 Damage against adjacent enemies)



Jawa traders often use these beasts of burden to move their goods across the desert sands.



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JAWA TRADER



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JAWA TRADER

9

Hit Points

10

Defense

12

Attack

+4

Damage

10

Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Ion Gun +20 (+20 Damage against Droid enemies)



A Jawa trader makes a living by scavenging technology from the desert and selling it to moisture farmers and city folk.



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**LANDO CALRISSIAN,
DASHING SCOUNDREL**



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**LANDO CALRISSIAN,
DASHING SCOUNDREL**

18

Hit Points

50

Defense

17

Attack

+8

Damage

20

Special Abilities

Unique

Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

Mobile Attack (Can move both before and after attacking)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)



No rogue is more charismatic than this gambler and soldier of fortune.



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NIKTO SOLDIER



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NIKTO SOLDIER

5

Hit Points

10

Defense

14

Attack

+2

Damage

10

Special Abilities

Sniper (Other characters do not provide cover against this character's attack)



This native of the planet Kintan earns a living as a soldier-for-hire.

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RAMPAGING WAMPA



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RAMPAGING WAMPA

22

Hit Points

70

Defense

14

Attack

+11

Damage

20

Special Abilities

Savage (This character must end its move next to an enemy if it can and does not benefit from commander effects)

Ambush (Can move and then make all its attacks against 1 enemy who has not activated this round)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Rend +20 (If both of its attacks hit the same adjacent enemy, this character's second attack gets +20 Damage)



When the fierce wampa explodes from the ice, no living creature is safe.



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RODIAN SCOUNDREL



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RODIAN SCOUNDREL

14

Hit Points

20

Defense

15

Attack

+3

Damage

10

Special Abilities

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)



The concept of law and order means little to many Rodians.

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SNIVVIAN FRINGER



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SNIVVIAN FRINGER

6

Hit Points

10

Defense

15

Attack

+4

Damage

10

Special Abilities

Bounty Hunter +4 (+4 Attack against Unique enemies)



Snivvians can be found throughout known space, and many find their way into criminal and Rebel organizations.

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Hit Points

40

Defense

14

Attack

+5

Damage

10

Special Abilities

Advantageous Attack (+10 Damage against an enemy who has not activated this round)

Double Claw Attack (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)

Sabotage (Replaces attacks: Adjacent enemy characters with Mounted Weapon cannot move more than their speed during a phase for the rest of the skirmish)



This spy operates throughout the Outer Rim, selling information to anyone with credits.

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TRANDOSHAN MERCENARY



STAR WARS



TRANDOSHAN MERCENARY

9

Hit Points

20

Defense

15

Attack

+4

Damage

20

Special Abilities

Double Claw Attack (On his turn, this character can make 1 extra attack instead of moving; both attacks must be against adjacent enemies)

Mercenary (This character can move only if he cannot make an attack from his starting space)

Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)

Rend +10 (If both of his attacks hit the same adjacent enemy, this character's second attack gets +10 Damage)



Like all of his kind, this Trandoshan is strong and warlike, eager to fight for any side that meets his price.



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TUSKEN RAIDER



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TUSKEN RAIDER

4

Hit Points

10

Defense

13

Attack

+5

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Mighty Swing (On his turn, if this character doesn't move, he gets +10 Damage against adjacent enemies)



The Sand People roam the deserts of Tatooine, raiding and pillaging along the way.

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WICKET



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WICKET

8

Hit Points

20

Defense

16

Attack

+6

Damage

10

Special Abilities

Unique. Ewok

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Swarm +1 (+1 Attack against a target for each other allied Ewok adjacent to that target)

Traps (Enemy characters within 6 squares get -4 Defense)



The Ewok hero Wicket befriends Princess Leia during the Battle of Endor.



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Hit Points

30

Defense

14

Attack

+5

Damage

10

Special Abilities

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Melee Attack (Can attack only adjacent enemies)
Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Thud Bug (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)

Commander Effect

Yuuzhan Vong allies within 6 squares gain

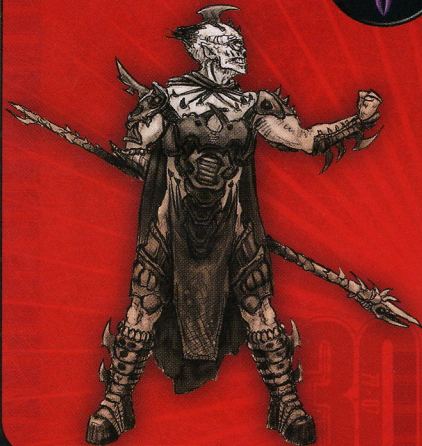
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round).



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ADVANCE SCOUT



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ADVANCE SCOUT

6

Hit Points

10

Defense

13

Attack

+2

Damage

10

Special Abilities

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Melee Attack (Can attack only adjacent enemies)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Thud Bug (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)



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**STAR
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Hit Points

60

Defense

15

Attack

+7

Damage

10

Special Abilities

Unique. Melee Attack

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Poison +10 (+10 Damage against living enemies; save II)

Spit Poison 20 (Replaces attacks: range 6; 20 Damage against living targets; save II)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Thud Bug (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save II negates. Huge and larger characters ignore the nondamaging effect.)

Commander Effect

Yuuzhan Vong allies within 6 squares gain **Poison +10** and **Spit Poison 20**.



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